The following is a complete listing of the claims in this application, reflects all changes currently being made to the claims, and replaces all earlier versions and listings.

1.   (Original) A method for creating a tree having a plurality of nodes and a plurality of objects associated therewith, each object having a plurality of attributes, said method comprising the steps of:

    selecting, by a user, the attributes in accordance with the user's preferences; and creating the tree in accordance with the selected attributes.

2.   (Original) A method according to Claim 1, further comprising the step of displaying the tree.

3.   (Original) A method according to Claim 2, wherein when one of the tree nodes is selected by the user, all of the objects associated with at least that node are also displayed.

4.   (Original) A method according to Claim 1, further comprising the step of associating a new object with one of the tree nodes.

5.   (Original) A method according to Claim 1, further comprising the step of associating a modified object with one of the tree nodes.

6. (Original) A method according to Claim 1, wherein a node is added to the tree when an object requiring that node has been added or modified.

7. (Original) A method according to Claim 1, wherein a node is deleted when objects requiring that node no longer exist.

8. (Original) A method according to Claim 1, wherein the user selects a node to operate upon the objects associated with the selected node.

9. (Original) A method according to Claim 8, wherein the user selects two or more nodes to operate upon all objects associated with the selected nodes.

10. (Original) A method according to Claim 1, wherein the attributes may be inherent or derived.

11. (Original) A method displaying a plurality of objects of a tree having a plurality of nodes, said method comprising the steps of:

associated the plurality of objects with the node, each object having a plurality of attributes, wherein the objects associated with any one of the nodes is a superset of objects associated with lower nodes; and

applying a filter to each lower node is successive fashion so that only those objects contained in a higher node that have an attribute matching the node attribute are displayed.

12. (New) A computer system for creating a tree having a plurality of nodes and a plurality of objects associated therewith, each object having a plurality of attributes, said system comprising:

a selection unit for selecting, by a user, the attributes in accordance with the user's preferences; and

a creating unit for creating the tree in accordance with the selected attributes.

13. (New) A system according to Claim 12, further comprising a display unit for displaying the tree.

14. (New) A system according to Claim 13, wherein when one of the tree nodes is selected by the user, all of the objects associated with at least that node are also displayed.

15. (New) A system according to Claim 12, further comprising an associating unit for associating a new object with one of the tree nodes.

16. (New) A system according to Claim 12, further comprising an associating unit for associating a modified object with one of the tree nodes.

17. (New) A system according to Claim 12, wherein a node is added to the tree when an object requiring that node has been added or modified.

18. (New) A system according to Claim 12, wherein a node is deleted when objects requiring that node no longer exist.

19. (New) A system according to Claim 12, wherein the user selects a node to operate upon the objects associated with the selected node.

20. (New) A system according to Claim 18, wherein the user selects two or more nodes to operate upon all objects associated with the selected nodes.

21. (New) A system according to Claim 12, wherein the attributes may be inherent or derived.

22. (New) A computer system for displaying a plurality of objects of a tree having a plurality of nodes, said system comprising:

an associating unit for associating the plurality of objects with the node, each object having a plurality of attributes, wherein the objects associated with any one of the nodes is a superset of objects associated with lower nodes; and

an application unit for applying a filter to each lower node, the application being applied in successive fashion so that only those objects contained in a higher node that have an attribute matching the node attribute are displayed.

23. (New) A computer-readable storage medium storing an executable program code for causing execution of a method for creating a tree having a plurality of nodes and a plurality of objects associated therewith, each object having a plurality of attributes, said method comprising the steps of:

selecting, by a user, the attributes in accordance with the user's preferences; and

creating the tree in accordance with the selected attributes.

24. (New) A storage medium according to Claim 23, said method further comprising the step of displaying the tree.

25. (New) A storage medium according to Claim 24, wherein when one of the tree nodes is selected by the user, all of the objects associated with at least that node are also displayed.

26. (New) A storage medium according to Claim 23, said method further comprising the step of associating a new object with one of the tree nodes.

27. (New) A storage medium according to Claim 23, said method further comprising the step of associating a modified object with one of the tree nodes.

28. (New) A storage medium according to Claim 23, wherein a node is added to the tree when an object requiring that node has been added or modified.

29. (New) A storage medium according to Claim 23, wherein a node is deleted when objects requiring that node no longer exist.

30. (New) A storage medium according to Claim 23, wherein the user selects a node to operate upon the objects associated with the selected node.

31. (New) A storage medium according to Claim 30, wherein the user selects two or more nodes to operate upon all objects associated with the selected nodes.

32. (New) A storage medium according to Claim 23, wherein the attributes may be inherent or derived.

33. (New) A computer-readable storage medium storing an executable program code for causing execution of a method for creating a tree having a plurality of nodes and a plurality of objects associated therewith, each object having a plurality of attributes, said method comprising the steps of:

associating the plurality of objects with the node, each object having a plurality of attributes, wherein the objects associated with any one of the nodes is a superset of objects associated with lower nodes; and

applying a filter to each lower node is successive fashion so that only those objects contained in a higher node that have an attribute matching the node attribute are displayed.